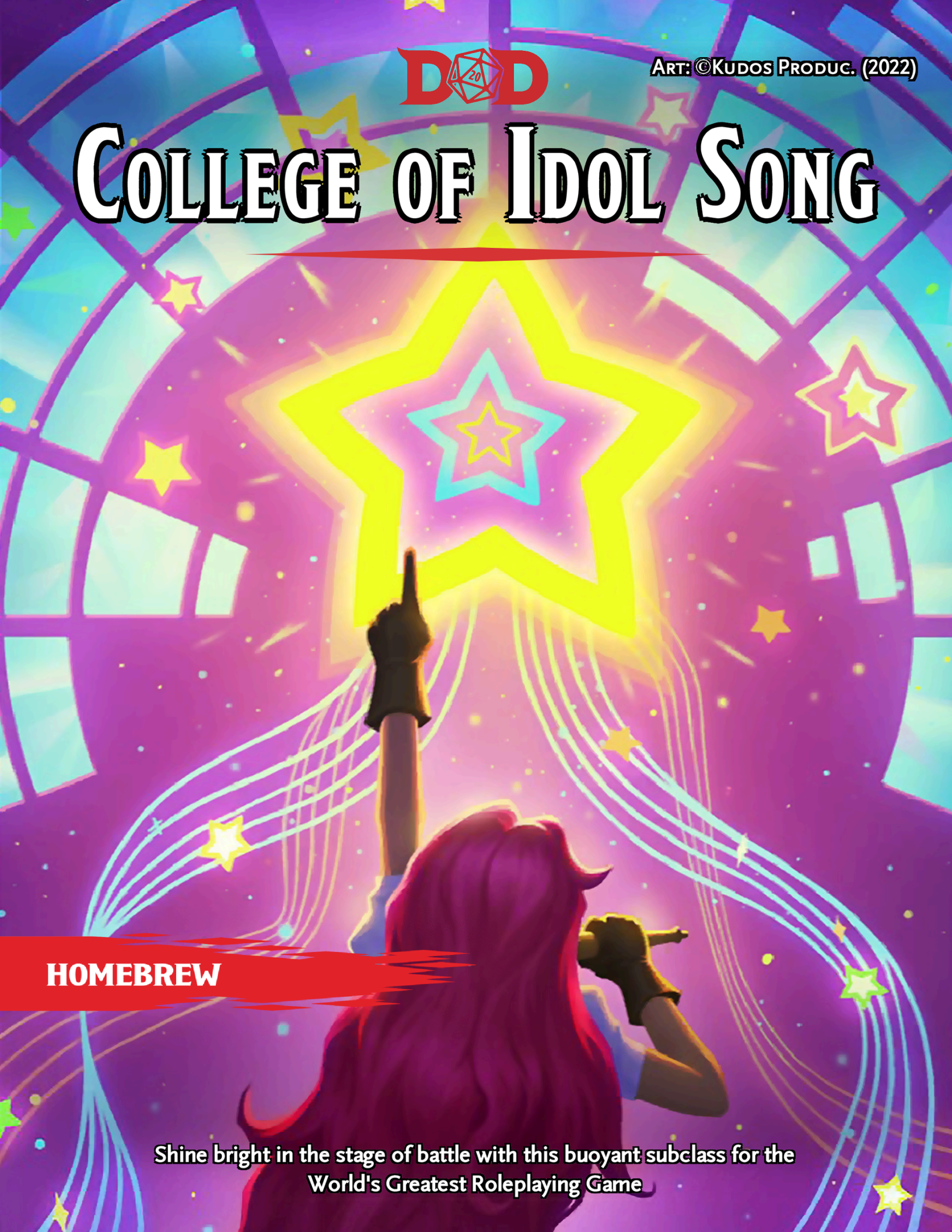
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College of Idol Song
HOMEBREW
Shine bright in the stage of battle with this buoyant subclass for the World's Greatest Roleplaying Game

*"Listen, an idol's job isn't to show others their smile. It is to **make others smile.** Never forget that!"*

A practitioner of the Idol Song is a bard who has realized the inherent good in their calling, and chosen to fully devote themselves into spreading that positive spark. Most often represented by beautiful songstresses of benevolent nature, this college's members know that music is a driving force in the world; capable of inspiring and bringing people together in a way truly unique to it.

As such, Idol bards are famous for their powerful vocals and fiery performances, capable of whipping up audiences in a feverish energy that naturally grants them dedicated fanbases. They strive for the limelight in performance halls and amphitheaters, often forming personal organizations with other bards (called "units") to better spread their shared fame throughout the realms.

No matter what state it may be in, if an Idol bard arrives in town, a rush of activity will never be far behind.

When you adopt this bardic college at 3rd level, you gain proficiency in the Performance and Persuasion skills, and learn one new language of your choice.

Additionally, you learn the *Thaumaturgy* cantrip, and may cast it on yourself as a bonus action on your turn. While you are under the spell's effects, you may use your own voice as a musical instrument.

Also at 3rd level, knowing you have an audience gives a boost to your motivation.

You gain advantage on Charisma (Performance) checks whenever you have a total of 10 or more creatures actively watching your performance.

Additionally, whenever there is a total of at least 10 creatures engaged in combat, you may add your Charisma modifier to your initiative roll (minimum of +1).

Lastly at 3rd level, the shine you exude mystifies even those who would hold you in anger. You can treat hostile creatures as neutral for the purposes of your Enchantment spells; and the target/s make any saving throws normally even if you or your companions are fighting them.

Additionally, whenever a friendly or neutral creature would become hostile towards you, you may choose to make a Charisma (Performance) check. If the result is higher than the target's Wisdom score, they remain neutral towards you instead. They must be able to see or hear you in order to be affected in this way. You regain the ability to do this when you finish a long rest.

Light of Hope

Starting at 6th level, whenever an allied creature receives or expends one of your Bardic Inspiration dice, you may imbue their soul with a hopeful light; unearthing the strength to keep moving forward.

The target makes death saving throws with advantage, regaining 1 hit point on a roll of 17-20. This benefit lasts for a number of rounds equal to your Charisma modifier.

If the target regains any amount of hit points while benefitting from this feature, they can expend a Bardic Inspiration die (if they have one), roll it, and then add the number rolled as a bonus to the hit points regained.

You may use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

For the purposes of this feature, allied creatures are considered to be able to hear you even when rendered unconscious.

Brightest Parade

At 14th level, you put everything you've learned to use in a singular show of dazzling expression.

Whenever you roll for initiative, or as a bonus action on your turn, you can expend one spell slot of 3rd level or higher (or alternatively, three of your Bardic Inspiration dice) to commence your **Idol Concert**. For the next minute, you are granted the following benefits:

- Your *Countercharm* feature is always active, and its range increases to 90 feet.
- Whenever you grant a Bardic Inspiration die to a creature, all allies within 60 feet of you receive one as well (these are not taken from your Bardic Inspiration pool).
- After you cast a spell of 1st level or higher, enemies within 30 feet of you gain disadvantage on saving throws to resist being charmed by you until the end of your next turn.

You must maintain concentration on your concert, similarly to a spell. If your concentration is broken, any unused Bardic Inspiration dice granted through this feature are lost.

Once you've used this feature, you can't do so again until you finish a long rest.

Credit

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